AMENDMENTS TO THE CLAIMS:

The below listing of claims replaces all previous listings and versions of claims in this application:

1. (currently amended) A method ~~of selecting an object by controlling movement of a focus on a graphical display, the method~~ comprising:

receiving a signal from a dual-state button having a single depressed state, for moving a focus in a given direction;

providing, in response to receiving said signal, predefined acceleration data for accelerating said focus in said given direction;

determining a position of the focus on ~~the~~ a graphical display as a function of said acceleration data; ~~and~~

displaying the focus at said position~~.~~ on said display;

highlighting an object for selection using said focus; and

receiving an instruction to select said object.

2. (original) A method according to claim 1, further comprising determining an acceleration of the focus as a function of acceleration data.

3. (original) A method according to claim 2, further comprising determining a velocity of the focus in dependence upon the acceleration.

4-5. (canceled)

6. (original) A method according to claim 2, further comprising updating the acceleration using some or all of the acceleration data, updating a velocity and position of the focus and displaying the focus at the updated position.

7. (original) A method according to claim 1, further comprising determining whether the velocity of the focus exceeds a predefined maximum.

8. (original) A method according to claim 7, further comprising limiting the velocity of the focus if it exceeds the predefined maximum.

9. (canceled)

10. (currently amended) A method according to claim 1, wherein said providing a set of predefined acceleration data comprises adding a first set of acceleration data to a second set of acceleration data.

11. (original) A method according to claim 10, further comprising predefining the first set of acceleration data.

12. (currently amended) A method according to claim 10, wherein the further comprising determining of the a velocity of the focus comprises by adding a first member of said first set of acceleration data to a previously determined velocity.

13. (original) A method according to claim 12, wherein the previously determined velocity is zero.

14. (original) A method according to claim 1, wherein the focus is a pointer.

15. (original) A method according to claim 1, wherein the focus is a part of a page of content.

16. (original) A method according to claim 1, wherein the focus is a window.

17. - 22. (canceled)

23. (currently amended) A method according to claim 1, further comprising: of selecting one of a plurality of objects on a graphical display using a focus, the method comprising:
receiving a signal from a dual-state button having a single depressed state, to move the focus;
determining a direction of motion of the focus,

3

determining, in dependence upon said direction of motion, which one of ~~said~~ a plurality of objects is the intended destination of said focus; and

highlighting said one object for selection.

24. (original) A method according to claim 23, wherein the determining of which one of said plurality of objects is the intended destination comprises determining which of said objects is closest to the focus.

25. (original) A method according to claim 23, wherein the determining of which one of said plurality of objects is the intended destination comprises determining which of said objects substantially lies in the path of the direction of motion.

26. (original) A method according to claim 23, wherein the determining of which one of said plurality of objects is the intended destination further comprises defining a metrics system.

27. – 29. (canceled)

30. (original) A method according to claim 1 wherein providing predefined acceleration data for accelerating said focus in said given direction comprises adding at least one data value to a buffer of acceleration data values.

31. (original) A method according to claim 1, wherein providing predefined acceleration data for accelerating said focus in said given direction comprises updating a buffer of acceleration data values.

32. (original) A method according to claim 31, comprising reading out a data value at a front of said buffer and calculating a velocity and a position of said focus using said data value.

33. (original) A method according to claim 31, wherein said buffer is updated whenever a signal from said dual-state button is received.

34. (original) A method according to claim 33, wherein reading said data value and calculating said velocity and said position is repeated every time a frame on said display is updated.

35. (original) A method according to claim 1, wherein said acceleration data is in the form of impulse data.

36. (canceled)

37. (currently amended) A method according to claim ~~36~~ 3, wherein ~~calculating~~ determining said velocity comprises adjusting said velocity for friction so as to reduce said velocity.

38. (currently amended) A method according to claim 1, ~~wherein said input device further comprises a second dual-state button for moving the focus in an other, different given direction and wherein the method~~ further comprising:
receiving an other signal from ~~said~~ a second dual-state button having a single depressed state, for moving the focus in an other, different given direction;
providing, in response to receiving said other signal, other predefined acceleration data for accelerating said focus in said other, different given direction; and determining a position of the focus on the graphical display as a function of said other data.

39. (original) A method according to claim 38, wherein providing predefined acceleration data for accelerating said focus in said other given direction comprises adding at least one data value to an other, different buffer of acceleration data values.

40. (original) A method according to claim 1, comprising:
determining a distance between the focus and the object as a radius using a co-ordinate system that is rotated and compressed in a direction of movement of said

focus; and

if said object has the smallest determined radius, marking said object as a selected object.

41. (original) A method according to claim 40, further comprising rotating said co-ordinate system so that it becomes aligned with a direction of said velocity.

42. (original) A method according to claim 41, further comprising compressing said co-ordinate system in direction of said velocity by a compression factor $k/(|v|+1)$, where $|v|$ is the speed of the focus and k is scaling constant.

43. (canceled)

44. (new) Apparatus comprising:

an interface for outputting an image to a graphical display; and

a processor adapted to receive a signal from a dual-state button having a single depressed state for moving the focus in a given direction; said processor

to provide, in response to receiving said signal, predefined acceleration data for accelerating said focus in said given direction,

to determine a position of the focus on a graphical display as a function of said acceleration data;

to cause the interface to display the focus at said position on said display;

to cause the interface to highlight an object using said focus; and

to receive an instruction to select said object.

45. (new) Apparatus according to claim 44, which is a multimedia home product.

46. (new) Apparatus according to claim 44, which is a computer.

47. (new) Apparatus according to claim 44, which is a mobile telephone handset.

48. (new) A computer program product comprising a computer-readable medium storing instruction, which when executed by a computer, causes the computer to provide, in response to receiving a signal from a dual-state button having a single depressed state for moving the focus in a given direction, predefined acceleration data for accelerating said focus in a given direction, to determine a position of the focus on a graphical display as a function of said acceleration data; to cause displaying of the focus at said position on said display, to cause highlighting of an object using said focus and to receive an instruction to select said object.